3v3 Basketball Rules

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by registering on the Fusion Play App

Rule 2: League Format & Team Composition

League Format

- ✓ Each league will be broken into divisions. Teams in each division will play regular season games, and playoff eligibility will be determined by the number of division teams as well as your division standing.

Leagues (Subject to Change Due to Number of Registered Teams)

- ➢ Open
  - o No Gender Restrictions
- ➢ Women's

Team Composition

- ✓ Each team will have three (3) players on the court at one time, and a minimum of two (2) players are required to start the game.
- ✓ Each team shall designate a captain who serve as the point of contact between the team and IM staff.

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is a game not played without penalty (e.g. dropped from the league).
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by **2:00 PM on the day of the contest**.

- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Defaulting Team = 5
- ✓ To verify that the request is legitimate, the team captain or representative must notify the Intramural Sports Office via e-mail or in person. **Phone calls are not accepted.**

Forfeits

- ✓ A forfeit is defined as one (1) of the following:
  - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
    - The final score shall be 15-0.
  - Receiving three (3) or more conduct warnings before, during, and after an Intramural contest.
    - If the forfeiting team is ahead, the final score shall be 15-0 in favor of the opposing team.
    - If the non-forfeiting team has the higher score, the game shall end with the existing score.
  - Defaulting two (2) games during pool play.
- ✓ If a team forfeits its first (1st) game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ **Forfeits automatically withdraws you from Post-Season play.**
- ✓ Sportsmanship Rating will be as followed:
  - Winning Team = 8
  - Forfeiting Team = 2
- ✓ A second (2nd) forfeiture may result in removal from the league.

Grace Period

- ✓ If at least **one (1)** team member is **checked-in** at game time, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team **MUST** start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has **NOT** reached the minimum number of players required to play at the end of the grace period, a forfeit **WILL** be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will **NOT** be recognized.
- ✓ When protesting player eligibility:
  - *Regular season*: The eligibility of any player **MAY** be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
  - *Postseason Tournament:* Player eligibility **MUST** be protested before the end of the contest. **Protests made after the end of the game will NOT be recognized**

Rule 4: Playing Area & Equipment

Playing Area

- ✓ All games **WILL** be played at the Marc L. Burnett Student Recreation and Fitness Center.

Team Benches

- ✓ Marc Burnett Recreation Center, teams shall occupy the table side of the court. Spectators may be seated in the bleachers near the entrance. Spectators will not be permitted to sit behind the team benches or underneath the goals.
- ✓ Recreation Center Staff and the TN Tech Intramural Staff has the right to block off portions of the seating area and/or the right to designate specific seating areas.

Game Ball

- ✓ The Intramural Sports Office will provide a basketball for each contest.
- ✓ The captains of both teams must agree to use an alternative game ball.
- ✓ Intramural sports staff reserve the right to declare any ball legal or illegal for play and request that a team use a ball deemed legal.

Team Jerseys

- ✓ Teams are **REQUIRED** to wear color-matching jerseys with visible legal numbers on the back or front
- ✓ Opposing teams **MUST** wear distinguishing colors.
- ✓ **While strongly recommended**, teams are not required to furnish their own jerseys.
- ✓ If teams cannot furnish their own legal jerseys, the Intramural Sports Office will provide game jerseys.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal **MUST** be removed prior to competition.
- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ **Proper athletic attire is required.** Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is **PROHIBITED.**
- ✓ Footwear
  - Players are **REQUIRED** to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
  - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly **PROHIBITED.**
- ✓ Jewelry
  - Religious or medical jewelry is **PERMITTED** and **MUST** be taped down against the body.
  - All watches and necklaces **MUST** be removed prior to the contest.
  - **All Air Pods/Ear Buds/Headphones are PROHIBITED during IM Contests.**
- ✓ Headwear
  - Players may wear knit or stocking caps, headbands, and hair control devices made with soft and non-abrasive material.
  - Headwear including but not limited to baseball caps, bandanas with knots, hard plastic hair devices, bobby pins, and safety pins is strictly **PROHIBITED.**
- ✓ Pads/Braces
  - Leg & knee braces covered with soft, pliable material and free of any sharp edges are allowed.
  - **Casts are prohibited.**
  - Any device made of hard and unyielding materials may not be worn above the waist.
- ✓ Blood
  - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding **MUST** be stopped, the open wound **MUST** be covered, and/or the bloody uniform **MUST** be changed before the player can return to the game.

Rule 5: Timing

Game Length

- ✓ An official game will be played to 15 points, win by two.
- ✓ Each game will have a thirty-minute (30:00) time limit. The team ahead when time expires will be declared the winner. In case of a tie, the next made basket will determine the winner.
- ✓ During playoffs, there will be no time limit.

Scoring

- ✓ Three-point baskets will be worth two (2) points and two-point baskets will be worth one (1) point.
- ✓ Possession will change after each made basket.

Timeouts

- ✓ There are no time outs in 3 vs 3 intramural basketball.
- ✓ Game stoppages due to blood, injury, and unexpected events are official timeouts. No time will be added for official time outs.

Mercy Rule

- ✓ There is no mercy rule in 3 vs 3 intramural basketball.

Rule 6: Playing Rules

Starting the Contest

- ✓ A coin toss or rock, paper, scissors will determine which team will have first possession of the ball.

Play

- ✓ Possession to start play after a foul, violation, out of bounds or made basket shall be from the top of the three-point line.
  - The defense shall check the ball ready for play.
- ✓ A change of possession not caused by a foul, violation, out of bounds, or a made basket must be taken beyond the three-point line before attacking the basket.
  - One foot outside the three-point line will constitute taking the ball beyond the three-point line.
- ✓ Possession in the first (1st) held ball will go to the team who did not start the game with the ball. It will then rotate between the two (2) teams for any additional held balls.

Violations

- ✓ Players are responsible for calling all violations.
- ✓ Players may not travel, double dribble or carry the ball
  - Penalty: Ball to the opposing team at the top of the three-point line.
- ✓ Players may not intentionally kick the ball.
  - Penalty: Ball to the opposing team at top of the three-point line.

Fouls

- ✓ 3v3 basketball is self-officiated, there is no fouling out.
- ✓ Players are responsible for calling all fouls.
- ✓ If players disagree on a foul call or a violation call, then one (1) of the players will "shoot for it" to decide how to proceed.
- ✓ Any game which cannot be completed due to disagreement between teams, will be considered a double forfeit.

Substitutions

- ✓ Players may only enter the game on dead ball situations, which include
  - Made basket
  - Out of bounds
  - Foul
  - Violation

Ejections

- ✓ When two (2) members of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.